WHEEP

This creature's skin is cracked and creased, practically sloughing off around its joints. Its eyes are two empty, tenebrous, pits that leak a vile black ichor which flows down its face and body, coating its clawed limbs. As the ichor fills the creature's mouth it bubbles and splatters about, stifling the endless wailing of the undead into a gurgling keen.

Servants of Undeath. Wheeps are undead servants of more powerful unliving creatures such as liches, vampire lords, and death knights. They are primarily found in the company of their master, acting as body guards. Despite their gaunt and sickly appearance, they are blessed with unholy strength, fuelled by their undead sorrow. When not in the immediate presence of their master, wheeps are commonly sent on missions to act as emissaries and messengers, destined to deliver

fell omens and warning on behalf of their lord. Wheeps are also occasionally sent on missions to infiltrate well-protected cemeteries in order to procure the remains of particularly powerful and heroic individuals that might be twisted into service by their unliving lord.

Woeful Existence. The ichor that pours from the wheep's eyes is a deadly poison that coats its claws and fills its mouth. The ichor is seemingly endless and pours out of the wheep's empty eye sockets in abundance as a byproduct of the profane magic used to create the creature. In life, wheeps were individuals who have been completely overtaken with sorrow. Often after the destruction of a city at the hands of an undead army, the necromancer in command will seek out what few survivors remain and select the most despondent among them to "ascend". Once a wheep is created it knows only sadness and cruelty.

Undead Nature. A wheep doesn't require air, food, drink, or sleep.

Wheep

Medium Undead, Lawful Evil

Armour Class - 18 (natural armor)
Hit Points - 137 (25d8 + 25)
Speed - 30 ft.

STR 26 (+8)
DEX 16 (+3)
CON 12 (+1)
INT 6 (-2)
WIS 14 (+2)
CHA 20 (+5)

Saves STR +12, DEX +7, CON +0, INT +2, WIS +6, CHA +9
Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons; cold, fire, lightning, thunder
Damage Immunities acid, necrotic, poison
Condition Immunities poisoned
Senses blindsight 60 ft., passive Perception 10
Languages Common
Challenge 10 (5,900 XP)

Proficiency Bonus +4

Traits

Poison Tears.

Whenever the wheep hits a creature with a bite or claw attack the target must succeed on a DC 16 Charisma Saving Throw or become poisoned for an hour. While poisoned the creature takes 4d6 necrotic damage at the start of each of their turns.

Turn Resistance.
The wheep has advantage on saving throws to resist effects that turn undead.

Weeping Dirge.
As a bonus action the wheep can begin crying out with a gut-wrenching cadence that can be heard by creatures up to 360 feet away. Any creature that hears the wheep's mournful cries must succeed on a DC 16 Wisdom Saving Throw or be frightened of the wheep. A frightened creature can repeat this saving throw at the start of each of their turns. A creature who successfully saves against the weeping dirge is immune to its effects for 24 hours.

Actions

Multiattack.
The wheep makes three attacks, one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +12 to hit, reach 5 ft., one creature.
Hit: 11 (1d6 + 8) piercing damage plus 7 (2d6) poison damage.

Claw.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 12 (1d8 + 8) slashing damage plus 7 (2d6) poison damage.

Curse of Empathy (Recharge 4-6).
The wheep targets a creature it can see within 60 feet and attempts to infect its mind with its horrid wailing. The target must succeed on a DC 16 Charisma Saving Throw or be charmed by the wheep for 1 hour. The creature can attempt to make a saving throw to end this effect at the end of each of their turns. While charmed in this way any time the wheep takes damage the target takes half that amount of damage rounded down. The damage dealt to the charmed target is necrotic, regardless of the type of damage taken by the wheep.